GAME BOY ADVANCE

AGB-AQ3E-USA

NICKELODEON

SpongeBob SquarePants

REVENGE OF THE FLYING DUTCHMAN

INSTRUCTION BOOKLET

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

E

CONTENT RATED BY ESRB

EVERYONE

COMIC MISCHIEF

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

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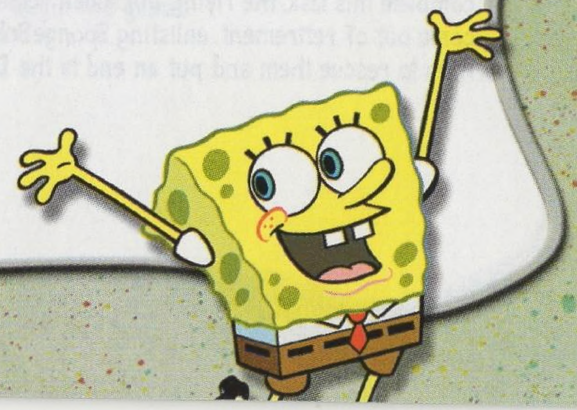


Story

Our hero is a well-meaning and optimistic fellow, but trouble often seems to follow wherever he goes. SpongeBob loves his job at the Krusty Krab and enjoys jellyfishing, bubble art, karate, and the pursuit of the perfect Krabby Patty.

One day, as SpongeBob searches for his pet snail Gary, he stumbles across an old magic bottle. Unknowingly, SpongeBob releases the Flying Dutchman who orders SpongeBob to find and bring back his hidden treasures from his pirating heydays. Never being a sponge to back down from a challenge, SpongeBob decides to give it a go, but only after the Flying Dutchman agrees to grant him a wish upon successful return of the treasure. However, as SpongeBob begins to complete this task, the Flying Dutchman reminisces about his swashbuckling days and decides to come out of retirement, enlisting SpongeBob's friends as his captive crew. Now, it's up to our hero to rescue them and put an end to the Dutchman's evil ways...and get his wish, too!

Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of SpongeBob SquarePants™: Revenge of the Flying Dutchman into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

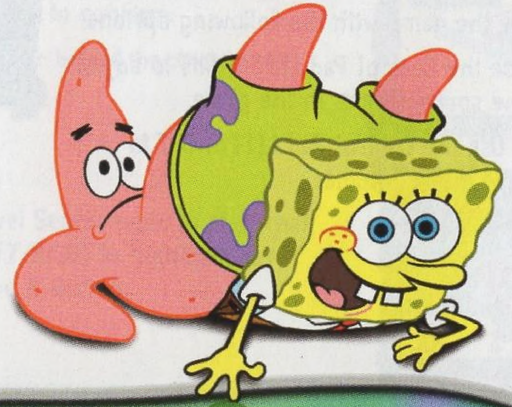
4. When the title screen appears, press START to begin the game.

Controls

BUTTON	ACTION
Menu Navigation	
Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Cancel selection: return to previous screen
START	Skip cutscene

Game Controls	
Control Pad LEFT/RIGHT	Walk/Change Direction
Control Pad UP/DOWN (hold)	Look UP/DOWN
Hold Control Pad DOWN + LEFT/RIGHT	Crawl
Control Pad DOWN (hold) + A Button	Crouching Jump (Use Control Pad to guide SpongeBob into small crevices)
A Button	Jump/Continue cutscenes & dialog boxes
	Jump and tuck into square spaces
A Button (Jump), then press and hold A Button	Glide (Use the Control Pad to guide SpongeBob while he is inflated)
B Button	Blow Bubble
Control Pad UP + B Button	Blow Bubble Up
L Button	Cycle through Special Items
R Button	Activate Special Item
START	Pause Game/Skip Cutscene

Note: To read signs and/or enter doors, position SpongeBob in front of the sign or doorway and press the Control Pad UP.



Main Menu

New Game - Begin a new game of SpongeBob SquarePants: Revenge of the Flying Dutchman™.

Continue - Enter a password to continue a previously played game. See SAVING AND LOADING on page 15 for more information.

Options - Customize the game with the following options:

SFX Volume - Use the Control Pad LEFT/RIGHT to adjust the volume of the sound effects in the game.

Music Volume - Use the Control Pad LEFT/RIGHT to adjust the in-game music volume.

Playing a Game

Select NEW GAME from the Main Menu and choose your difficulty level (NORMAL or HARD). Press the A Button to start your adventure!

Chapter Select

Select a chapter from the Chapter Select menu to begin a game. Use the Control Pad LEFT/RIGHT to highlight any chapter, then press the A Button to confirm.

NOTE: You must play the first chapter before the other three chapters become unlocked.

Level Select

Select a level from the Level Select menu to start that level. Use the Control Pad LEFT/RIGHT to highlight any unlocked level, then press the A Button to confirm.

The Game Screen

1. **Bubble Bottle Display** - Shows which bubble is loaded into bubble wand. See "SpongeBob's Bubble Wand" on page 9 for more information.

2. **Special Item Icon** - Shows which item you currently have selected. See the "Special Items" on page 11 for more information.

3. **Doubloon Counter** - Displays how many doubloons you've collected so far.

4. **Sponge Meter** - How many SpongeBobs you have left is shown here.

5. **Underwear Health Meter** - SpongeBob's health is shown here.

Items

SpongeBob's Bubble Wand

SpongeBob's main "weapon" is his bubble wand. This item is automatically equipped at the start of the game. You will be able to pick up various power-ups that will change the type of bubble that the bubble wand produces.

- Normal Bubble (blue) - Used to trap enemies and use them as platforms. But be careful, enemies won't stay trapped for long...
- Bounce Bubble (purple) - Used to make bubbles SpongeBob can jump on to get bounced up to hard-to-reach places. This bubble cannot trap enemies.
- Strong Bubble (red) - Used to get rid of certain enemies and get through destructible obstacles.
- Float Bubble (turquoise) - Used to make bubbles that SpongeBob can ride as they float upward. This bubble does not trap enemies.

The Flying Dutchman's Treasure

In order to collect the treasures of the Flying Dutchman, SpongeBob will have to collect three gem keys that are scattered throughout each level. Once he has collected them, he can unlock the main treasure chest located somewhere in that level and obtain one of the Dutchman's prized possessions. There are 10 main treasure chests in the game.

In addition to the 10 main treasures chests, the Flying Dutchman's gold doubloons from his days of scavenging the high seas are also scattered throughout the levels. Collecting 100% of the doubloons in each chapter will unlock a bonus game. Also, if you manage to collect 100% of the doubloons in the 2nd, 3rd or 4th chapters, you will receive an extra underwear icon added to your health meter. You can see how many doubloons are in a specific level by looking at the tally in the upper right-hand corner of the screen during gameplay or checking the level achievements table that appears after successfully completing a level.

Note: Some doubloons cannot be acquired without the use of a Special item. If you find yourself struggling to reach doubloons and you just can't seem to reach them, try completing the Special item challenges and coming back to them.

Special Items

You'll get a shot at Special item challenges after completing two levels in a chapter. To use a Special item, press the L Button to select the item and the R Button to activate it. If you successfully complete each challenge, you can gain the following items (See "Mini-Games" on page 22 for more information):

Karate Glove - Allows SpongeBob to deflect or wipe out certain objects or enemies.

Jellyfishing Net - Allows SpongeBob to capture jellyfish.

Squeaky Boots - When equipped, SpongeBob can jump higher than normal. Hold the R Button to make SpongeBob run.

Note: These Special Items do not affect some enemies. Be careful when using them.

Pick-ups

SpongeBob can also pick up other items to help him along his quest.

Underwear - Replenishes SpongeBob's health meter.

Sponge - Gives SpongeBob an extra life.

Pausing the Game

Press START at any time to pause the game and access the following options:

Continue - Return to Bikini Bottom!

Sound - Access the Sound menu.

Exit Level - Return to Level Select menu.

Quit Game - Exit game and return to Main menu.

Sleep Mode - Put the game in Sleep Mode (see Sleep Mode on page 16 for more information).

Note: Pressing START during a mini-game simply pauses the game. Press START again to continue.

Friends

Patrick Star - SpongeBob's best friend, this somewhat clueless chubby pink starfish hangs on SpongeBob's every word.

Sandy Cheeks - A thrill-seeking, karate chopping squirrel from Texas and one of SpongeBob's pals.

Squidward Tentacles - Co-worker and neighbor of SpongeBob, this octopus is annoyed by everything.

Mr. Krabs - The greedy owner of The Krusty Krab and SpongeBob's money-hungry boss.

Gary - SpongeBob's beloved meowing pet snail.

Plankton - The mean and pretentious owner of the Chum Bucket who is constantly plotting to steal the Famous Krabby Patty recipe.

Foes

JellyFish - Touch these and you'll be in for a nasty shock! JellyFish come in Four varieties:

- Pink - your typical jellyFish, stationary and easy to catch
- Green - these move up and down
- Purple - these move from left to right
- Blue - a rare find, these move in a circle

Flying Dutchman - The ghostly antagonist of our story.

Giant Clam - Use these babies as springboards or jump inside their open mouth to get shot directly across from where the clam is facing (these allow SpongeBob to break some obstacles). The clams won't directly injure you, but if you get shot into a jellyFish or other Foes, you will take some damage.

Scallop Swarm - Scallops may be small, but they come with a nasty bite!

Sea Anemone - A stationary critter, but wander too close, and you'll get snagged by its tentacles.

Sea Creature - Watch out for these near cave entrances and dark areas! Tiny bubbles may tip you off to their location.

Puffball - Floats in place and shoots little eggs from its noggin. Try hitting them with a normal bubble to deflate them temporarily.

Sand Worm - The sand worm burrows through sandy areas and leaps into the air trying to catch SpongeBob in his path. A blow from a strong bubble will send the sand worm back underground.

Blue Eel - Eels pace back and forth blocking SpongeBob's path. Get too close and a nasty shock awaits you! A well-placed bubble can stun them into a heap so you can leap over them.

Pirate Ghost - If one of these scary dudes catch up to SpongeBob, they will give him a bear hug and pull him down through the floorboards to the level below.

Sea Urchin - This creature will roam back and forth, poking SpongeBob if he gets too close. Normal bubbles have no effect on this creature, but a strong bubble should do the trick.

Saving and Loading

SpongeBob SquarePants™: Revenge of the Flying Dutchman uses a password system to save and load the game data.

Saving a Game

After completing a level, a level achievements table will appear with a password. Be sure to write the password down exactly as its shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

Loading a Game

To load a previously saved game, select CONTINUE from the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, you'll automatically be taken to the level of the password you entered.

Sleep Mode

Don't feel like writing down a password or losing your place when you have to stop playing for a while? SpongeBob SquarePants™: Revenge of the Flying Dutchman features a Sleep Mode which allows you to temporarily save your progress at any point in the game. When Sleep Mode is activated, the Game Boy® Advance system's display and CPU will shut down, conserving battery power and saving your place in the game until you resume playing.

To activate Sleep Mode, simply press START to pause the game, highlight the Sleep Mode option (YES or NO options will appear) and select "YES" to enter Sleep Mode or "NO" to cancel. To return to your game from Sleep Mode, simply press the L Button, R Button and SELECT simultaneously. The game will then re-awaken and you will be able to continue from where you left off.

Chapters

Note: There are five chapters in the game, each with its own set of levels.

Chapter 1: Home Sweet Pineapple

Level 1: Gary, Come Home
Treasure: Medal of Dishonor

While on his daily walk with SpongeBob, Gary catches a whiff of some kelp nip, which leads him to the magic bottle where the Flying Dutchman is trapped. SpongeBob and Gary accidentally release the Flying Dutchman from his bottle prison and the adventure begins!

Chapter 2: JellyFish Fields Forever

Level 1: Coral of the Story

Treasure: 1st Place Bowling Trophy

SpongeBob's quest leads him to the JellyFish Fields. Search for the keys that will unlock the chest containing one of the Flying Dutchman's lost treasures.

Level 2: It's a Jungle Out There

Treasure: Parrot Statue

SpongeBob finds himself in the Kelpazoic Jungle as he searches for more of the Flying Dutchman's treasure.

Level 3: Catch of the Day

Treasure: Ancient Sword of Enchantment

Oh no! The Hooks! SpongeBob will have to be very careful as he makes his way around this area. The hooks are dangerous to the touch, but SpongeBob might be able to take a ride on some! The Wild JellyFish waits for you at the end of this level.

Chapter 3: Out and About

Level 1: Clambake

Treasure: Dutchman Family Photo Album

SpongeBob searches for more treasure at Mussel Beach, a nice place for soaking up rays. He must cross the Goo Lagoon in search of the treasure... too bad SpongeBob doesn't know how to swim!

Level 2: Under the Boardwalk

Treasure: Peg leg

SpongeBob stumbles into an underground cavern as he seeks out more treasure.

Level 3: Sideshow SpongeBob

Treasure: Mermaid Man issue No. 1

SpongeBob's next stop is the carnival, where he can bounce around on balloons or ride the Ferris wheel while searching for the Dutchman's treasure. An Alaskan Bullworm provides some heart-pounding action at the end of this chapter.

Chapter 4: Walking the Plankton

Level 1: Special Delivery

Treasure: Golden Anchor From Rock Bottom

Mr. Krabs finds out that SpongeBob is on a treasure hunt, and while proud that the boy is taking after him, he still needs SpongeBob to make Krusty Krab deliveries or risk losing business. Travel to the depths of Rock Bottom to make deliveries on time as you search for the Flying Dutchman's treasure.

Level 2: Urchin to Fight

Treasure: Lucky Boxer Shorts

SpongeBob must make yet another delivery. This time he is off to the barren underwater outback. Quicksand hazards work against you as you try to make your way to your hungry customer.

Level 3: Snow Business

Treasure: Special Cup

A passing iceberg causes a sudden snowstorm in Bikini Bottom and SpongeBob must traverse the icy landscape in order to make another delivery for the Krusty Krab. Plankton's got a special surprise waiting for you at the end of this chapter!

Chapter 5: Dutchman's Due

Note: After completing the first four chapters, the final chapter is unlocked.

Level 1: Roll Out the Barrel

After finding all of the Flying Dutchman's treasure, SpongeBob returns to the Dutchman for the wish he was promised. The Dutchman, however has suddenly decided to come out of retirement and relive his pirating days. He shanghais all of SpongeBob's friends and takes them as his captive crewmen on his ship. SpongeBob must rescue all his friends and then face the Flying Dutchman in a final showdown to receive his wish! Find SpongeBob's friends and snap them out of their enchanted servitude! Face and defeat the Flying Dutchman, avoiding his snot rocket, sonic scare attacks and his mystic fire breath!

Mini-Games

Throughout the game, you'll have a chance to participate in various mini-games - sometimes for a special reward!

Special Item Challenges

Kah rah tay At the Tree Dome
Sandy challenges SpongeBob to see how many falling acorns he can karate chop. Chop 20 acorns and get the Karate Glove.

JellyFish Round Up
SpongeBob finally gives in to Patrick's requests to go jellyFishing. If SpongeBob captures all of the jellyFish in this challenge, he is given the JellyFishing Net.

Krabby Patty Napping
Plankton is trying yet again to steal the famous Krabby Patty recipe. SpongeBob will have none of this as he battles Plankton's robot drones. Save the recipe and you'll acquire the Squeaky Boots!

Bonus Games

JellyFish Rodeo
Finding a "JellyFish Rodeo" sign within a level means that you've found the 3D JellyFish Rodeo bonus game. In this game, SpongeBob is given the opportunity to earn extra lives. Make it to the finish line by trying to stay on the wild jellyFish as it bucks and weaves its way around obstacles and other jellyFish. Collect enough doubloons and earn extra lives!

JellyFish Jam
Its time to boogie! Collecting 100% of the gold doubloons in the first chapter unlocks a dance challenge against a skilled jellyFish.

Doubloon Hunt
Collecting 100% percent of the gold doubloons in chapters two through four unlocks the Doubloon Hunt. Use the Bounce Bubble to collect all the doubloons in the time limit to earn an extra life.

Credits

Developed by Vicarious Visions

Executive Producers:
Karthik Bala
Tobi Saulnier

Producer:
Di Davies

Game Design:
Jonathan Russell

Programming:
Bob Koon
Alex Rybakov
Michael Anokhin
Pavel Anokhin
Eric Caraszi
Viktor Kuzmin

Art:
Robyn Poirier
Yin Zhang
Casey Richardson
Alissa Cattabriga
Travis Cameron
Jason Harlow
Wes Merritt

Music, Audio FX & GAX Sound Engine:
SHIN'EN

Additional Sound support:
Todd Masten

Business Operations:
Guha Bala
Nehme Frangie
Kerry Coffey

Vicarious Visions Thanks:
Michael Meischeid
Jesse Booth
Chris Pruett
Luis Barriga
Jorge Diaz
Steve Derrick
Michelle Pettit
Dawn Harrington
and
Our kid testers:
Ellen Waggoner
Luke Citriniti
Will Ahern
Michael Hagerty
Meghan Hagerty
Lauren Hagerty
Sean Kelton
Ryan Kelton
Michael Brunick
Stephen Brunick

THQ

Producers
Ryan Camu
Petro Piasecky

Executive Producer
Carolina Beroza

VP - Product Development
Michael Rubinelli

QA Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

Lead Testers
Mike Korpi
Erik Hernandez
Jason Thompson

Testers
Ben Bradley
Jeremy Kilichowski
Hollis Hill

QA Technician
Mario Waibel

QA Data Base Administrator
Jason Roberts

Product Marketing Manager
Danielle Conte

Associate Product Marketing Manager
Ed Lin

Group Marketing Manager
John Ardell

Director, Creative Services
Howard Liebeskind

Senior Manager, Creative Services
Kathy Helgason

Associate Creative Services Manager
Melissa Roth

Packaging Design and Layout
Beeline Group

Manual Text
Richard Dal Porto

Special Thanks to:
Brian Farrell
Jeffery Lapin
Alison Locke
Germaine Gioia
Peter Dille
Tiffany Ternan
Steve Hillenburg
Eric Coleman

Nickelodeon Interactive

V.P. of Interactive Product and Book Publishing
Stephen Youngwood

Director of Marketing and New Business Development
Sherice Guillory

Director of Development and Production
Aly Sylvester

Project Coordinator
Erika "E" Ortiz

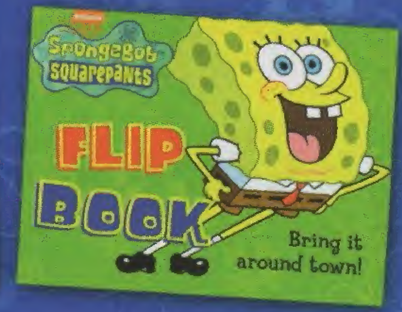
Marketing Coordinator
Erica David

Nick Interactive would like to thank:
Deb Bart
Tim Blankley
Leigh Anne Brodsky
Manny Galan
Russell Hicks
Deb Krassner
George Lentino
Linnette Pastori
Gregg Schigiel
Vicki Skovle
Eric Squires
Geoff Todebush
Stavit Young

Dive into these books!

Greetings From Bikini Bottom

Life's a Beach and other SpongeBob-isms



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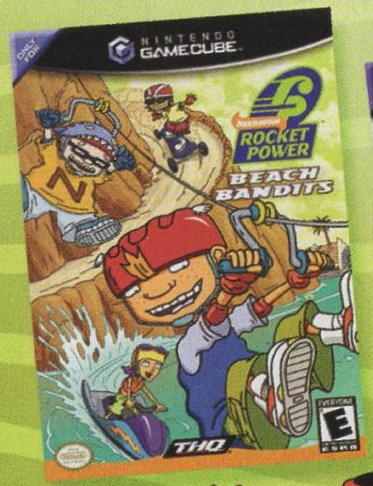

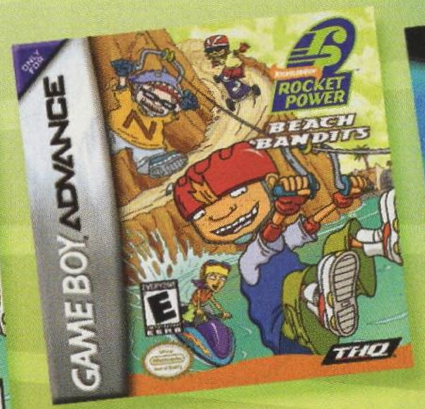

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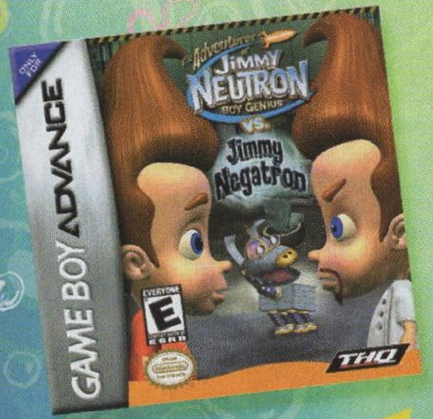

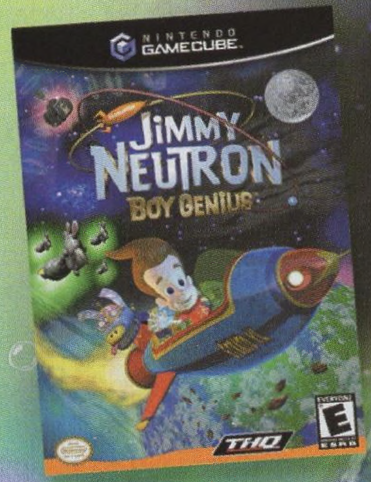

NICKELODEON Rugrats™

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GAME BOY ADVANCE

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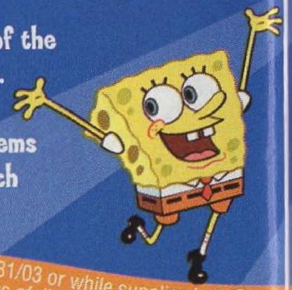

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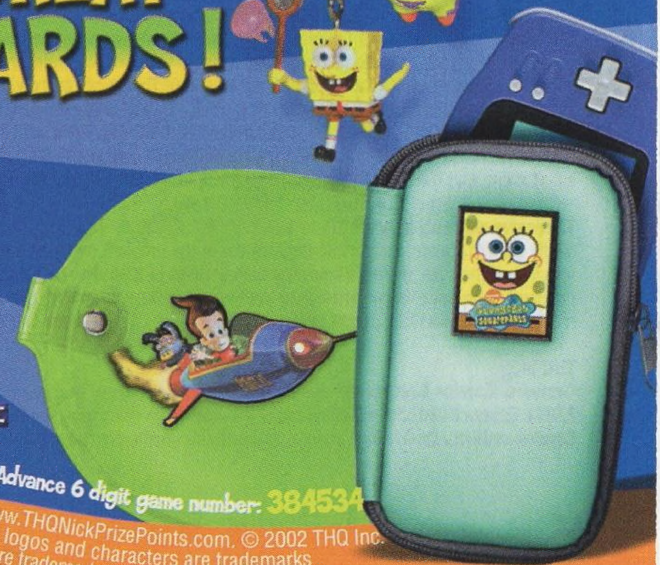

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GAME BOY ADVANCE

SpongeBob SquarePants: Revenge of the Flying Dutchman Game Boy® Advance 6 digit game number: 384534

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